

**SONIC DRIFT
REVIEW!
SHINOBI!
TAILS!**

Sonic

the comic

starring



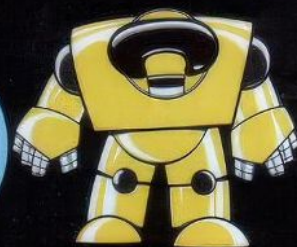
SONIC
THE HEDGEHOG™

**YOU
WILL
BE
HOOKED!**

**CAPTAIN
PLUNDER
& HIS SKY
PIRATES!**



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's that time of the year when a young hume's fancy turns to the U.K.'s official Sega comic. Quite right too. This issue sees that heroic hedgehog face some fast and furious action in the first part of **Count Down to Disaster**. The **Shinobi** secret is out in **Power of the Elements!** It's shake 'n' mac time for **Tails**... And all is far from ship-shape with **Captain Plunder and His Sky Pirates**.

Question: What's 50, is covered in tattoos and has never looked better? No, not the humes-who-think-they're-in-charge (they're definitely not wearing as well!). Why it's your super, Sega-sational **STC** of course! Prepare for gold in a fortnight with our clucking good Easter issue, which also happens to be **STC's 50th Golden Edition!** Some things just get better with age!

Megadroid

SONY PSYGNOSIS COMPO RESULTS!

Mersey mania gripped the office as wannabe liverbirds sent in entries for the competition: **Win A VIP Day In Liverpool**, courtesy of world famous software house Sony Psygnosis (see issue 42). All you had to do was answer the following three questions:-

Q: Who does Flink have to tackle to save his land?
A: Wizard Wainwright.

Q: Psygnosis has produced many top-selling games over the years. Can you name them (any format)?
A: Lemmings, Puggsy, Whiz 'n' Liz (to name but a few).

Q: Name the famous river that flows through Liverpool.
A: The Mersey.

The prize-winning entrants who gave the correct answers were plucked from a cobweb laden pair of Kenny Dalglish's shorts (oh,

ask your mum or your dad!).

THE WINNER:

B. Tucker, Reading, Berks.

- plus a friend/parent will be treated to an all expenses paid VIP Day at Sony Psygnosis headquarters in Liverpool! You'll get to see how games are made and you'll meet the makers of that great adventure game Flink. You'll also be given lunch, refreshments, a goody bag and a special copy of Flink for the Mega Drive. Congratulations!

2ND PRIZE WINNERS:

will each receive a copy of Flink for the Mega Drive.

G. Cooker, Filey, Scarborough.
J. Cooper, Hull, Humberside.
R. Greaterix, Macclesfield, Cheshire.
A. Green, Bury St. Edmunds.
S. Mealing, Warrington, Cheshire.

A LORRA LORRA RUNNERS-UP: will each receive a full colour Flink poster.

Anon, Bury St. Edmunds.
A. Atkins, Gillingham, Kent.
G. Ayris, Kidlington, Oxon.
C. Bell, Newport, Wales.
D. Bennett, Stafford, Staffs.
O. Bilby, Paignton, Devon.
C. Boxall, Haslemere, Surrey.
P. Brown, Stoke on Trent, Staffs.
G. Carmichael, Glasgow, Scotland.
H. Caffyn, Littlehampton, Sussex.
H. Dannett, Mold, Wales.
L. Dickinson, Batley, W Yorks.
I. Divers, Glasgow, Scotland.
J. Dobinson, Kirkby, Liverpool.
R. Duckworth, Burnley, Lancs.
T. Ellis, Cirencester, Glos.
P. Feller, Haxby, Yorks.
J.P. Gill, Wallasey, Merseyside.
A. Glennan, Bradford, W Yorks.
C. Green, Bury St Ed., Suffolk.
S. Griggs-Trevarthen, Devon.
D. Gulle, Leeds, W Yorks.
B. Halling, Putnoe, Bedford.
O. Harris, Wokingham, Berks.
J. Hicks, Braintree, Essex.

J. Holland, Burnley, Lancs.
I. House, Pontypool, Wales.
R. Irwin, Co. Limerick, Ireland.
C. Jones, Formby, Merseyside.
J. Kelly, Beckenham, Kent.
J. King, Binley Woods, Coventry.
D. Law, Holt Heath, Worcs.
D. Longley, Doncaster, S Yorks.
D. Lyons, Aylesbury, Bucks.
P. Mangon, Dublin, Ireland.
A. Mather, Stoughton, Leics.
J. Payne, Eastbourne, E Sussex.
D. Potter, Littleover, Derby.
I. Petch, Driffild, York.
A. Sweeney, Leyland, Preston.
D. Sigley, Crewe, Cheshire.
A. Sim, Aberdeen, Scotland.
R. Skuse, Hartcliffe, Bristol.
D. Smart, Douglas, Isle of Man.
J. Speak, Drighlington, Nr Bradford.
J. Stokes, Eirth, Kent.
L. Sullivan, Batley, W Yorks.
A. Wilson, Nuneaton, Warks.
C. White, Aberdeen, Scotland.
T. Woods, Totnes, Devon.

Congratulations and watch out for further megastastic competitions in future issues of **STC**.

The Sega Charts

All the chart action for all the Sega systems - in every issue of **STC**.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 SONIC & KNUCKLES
- 5 PGA TOUR GOLF 3
- 6 CANNON FODDER
- 7 URBAN STRIKE
- 8 — ETERNAL CHAMPIONS
- 9 MICRO MACHINES
- 10 JIMMY WHITE'S WHIRLWIND SNOOKER

MEGA-CD

- 1 SPIDER-MAN V KINGPIN
- 2 FIFA INTERNATIONAL SOCCER
- 3 WWF RAGE IN THE CAGE
- 4 SONIC CD
- 5 REBEL ASSAULT
- 6 NOVA STORM
- 7 ECCO THE DOLPHIN
- 8 PRINCE OF PERSIA
- 9 SNATCHER
- 10 THUNDERHAWK

MASTER SYSTEM

- 1 DONALD DUCK
- 2 — SONIC CHAOS
- 3 DESERT SPEED TRAP
- 4 ROBOCOP V TERMINATOR
- 5 DESERT STRIKE
- 6 SONIC THE HEDGEHOG 2
- 7 THE LION KING
- 8 JUNGLE BOOK
- 9 PGA TOUR GOLF
- 10 — COOL SPOT

GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 SONIC CHAOS
- 3 — THE LION KING
- 4 JAMES POND 2 - ROBOCOP
- 5 SUPER OFF ROAD
- 6 — WORLD CLASS LEADERBOARD
- 7 TAZ-MANIA
- 8 BATMAN RETURNS
- 9 MORTAL KOMBAT 2
- 10 POWER RANGERS

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- **Editor:** Deborah Tate
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- **Assistant Editor:** Audrey Wong
- **Cover:** Nigel Kilching
- **Publisher:** Rob McMenamy

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HIGH ABOVE PLANET MOBIUS
ON THE **FLOATING ISLAND**,
DOCTOR ROBOTNIK IS GETTING
OVER-EXCITED.

FINALLY,
THE **GLORIOUS**
MOMENT HAS
COME!

AT LAST
THE REPAIRS TO
MY ALL-POWERFUL
DEATH EGG ARE
COMPLETE!

WE REQUIRE
ONLY ONE MORE
THING, GREAT ROBOTNIK!
A SOURCE OF **INFINITE**
ENERGY TO POWER THE
DEATH EGG!

YES...
THE **MASTER**
EMERALD!

THE TIME HAS COME, MY
BADNIK... BRING ME THE MASTER
EMERALD! AND IF KNUCKLES SHOULD
GET IN YOUR WAY...
DESTROY HIM!

I OBEY.

BELOW THE SURFACE OF
THE FLOATING ISLAND...

SEE, SONIC?
I **TOLD** YOU I KNEW
MY WAY AROUND THESE
TUNNELS!

THAT'S WHAT
YOU SAID WHEN YOU
LED US DOWN THE **LAST**
DEAD END...

I WAS **RIGHT!**
THIS **LIVE VOLCANO**
IS RIGHT IN THE MIDDLE
OF THE LAUNCH
BASE ZONE.

WE MUST BE
REALLY CLOSE TO
THE DEATH EGG
HERE!

CLOSER
THAN YOU THINK,
BUDDY...

SONIC

THE HEDGEHOG

Count Down to Disaster

PART 1

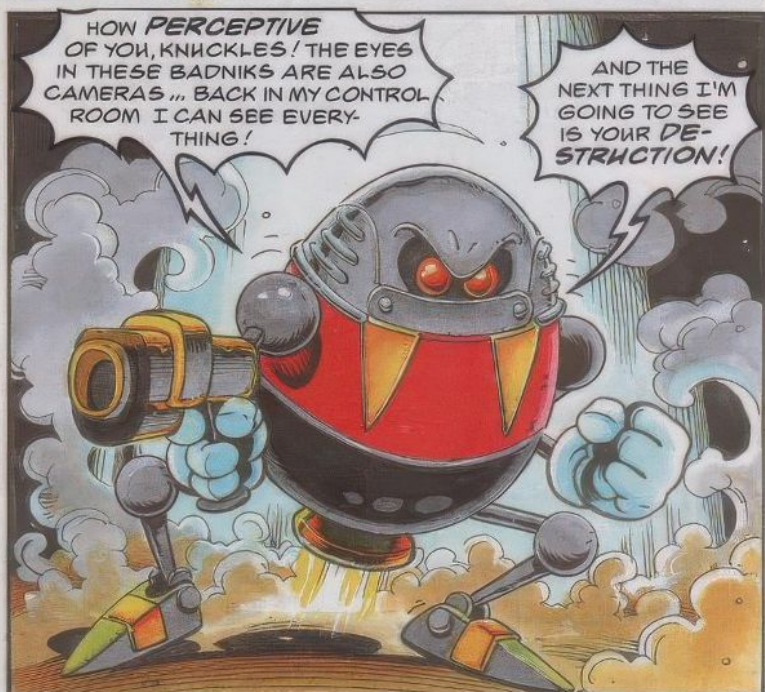
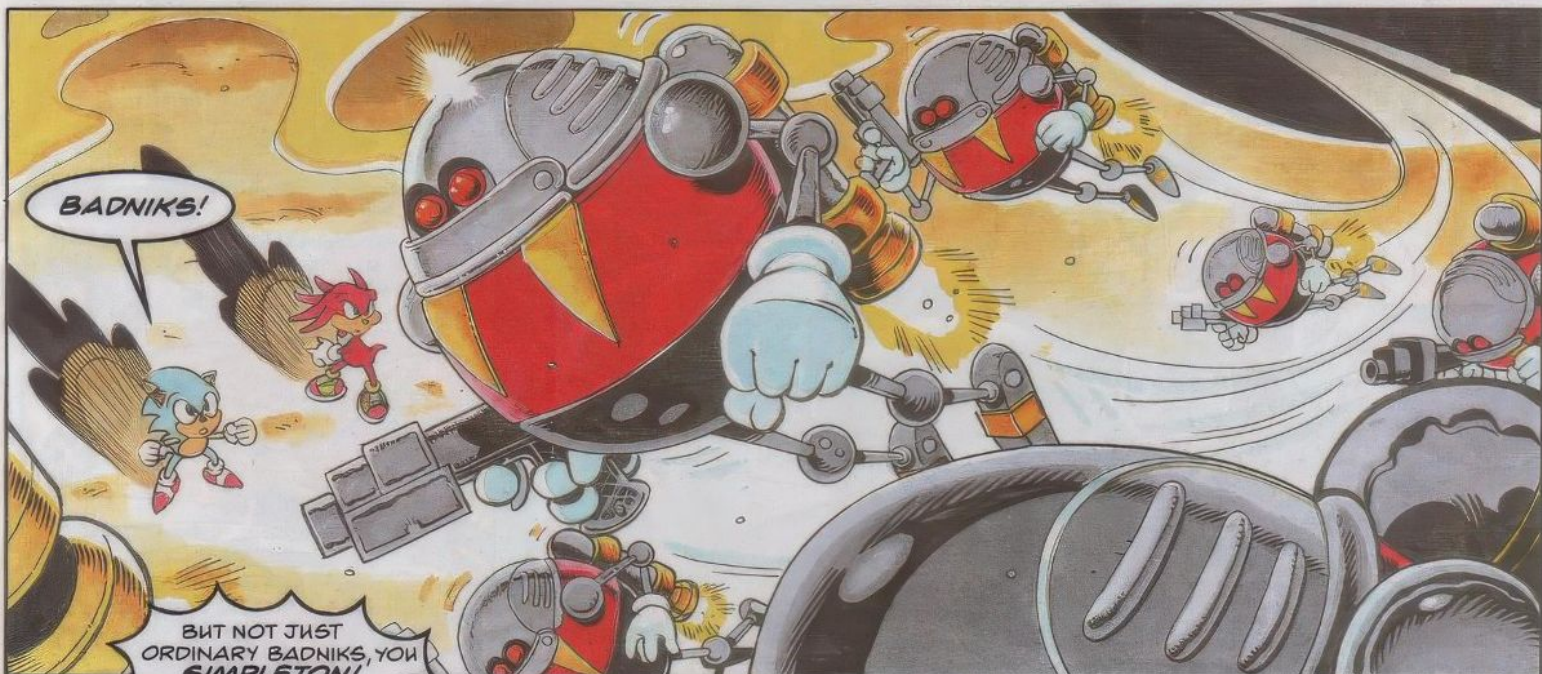
Script:
NIGEL KITCHING
Art:
RICHARD ELSON
Lettering:
ELLIE DO' VILLE



"CLOSER
THAN YOU
THINK!"



I DON'T **BELIEVE**
IT! ROBOTNIK HAS THE
DEATH EGG SITTING RIGHT
ON TOP OF THE
VOLCANO!



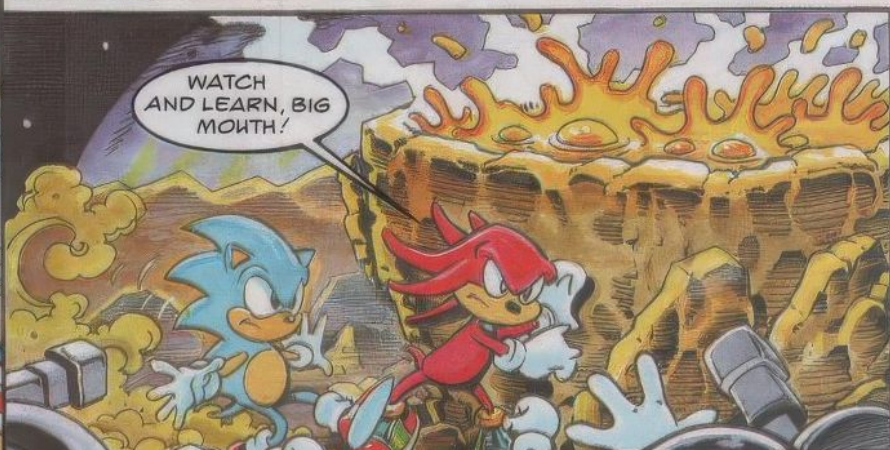


SONIC, HOLD IT!
THERE'S NO TIME TO
SMASH ALL THE BADNIKS
SEPARATELY!

I'VE GOT
A **FASTER**
WAY!



FASTER THAN
ME! DREAM ON,
BUDDY!



WATCH
AND LEARN, BIG
MOUTH!



IT'D BE A SHAME TO
WASTE ALL THIS BOILING
HOT LAVA !!!

KKRAKK!



HEY, THE DEATH
EGG IS IN THE OTHER
DIRECTION !!! WHAT'S THE
MATTER, **SCARED?**

NO !!! BUT I'VE
JUST HAD A **NASTY**
THOUGHT! FOLLOW
ME!



KNUCKLES,
WHERE ARE WE?

THIS IS THE
HIDDEN PALACE!!!
IN ANCIENT TIMES THE
ROYAL FAMILY RULED
THE FLOATING ISLAND
FROM HERE.



AND I DON'T SUPPOSE
THAT DOOR IS MEANT TO
LOOK LIKE THAT,
IS IT?

WHAT DO YOU
KEEP IN THERE
ANYWAY?

I'M AFRAID THIS
IS THE **EMERALD
CHAMBER**,
SONIC!!!

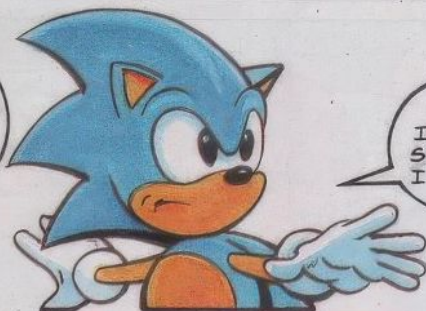


THE MASTER
EMERALD!!! **IT'S
GONE!**

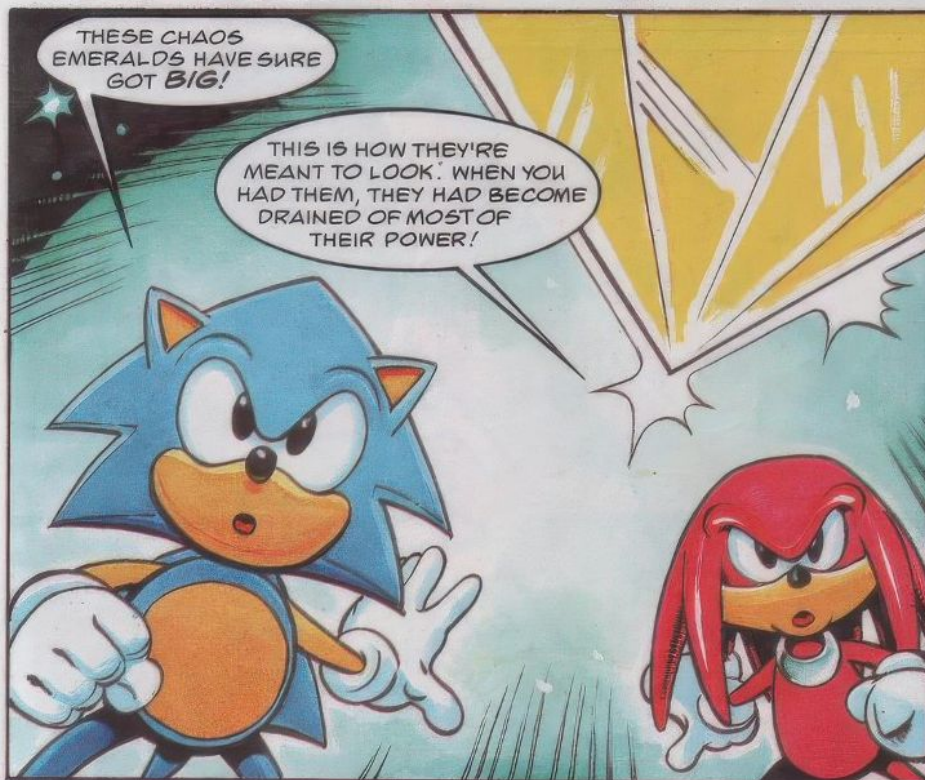
LET'S HEAR
IT FOR KNUCKLES,
FEARLESS **GHARDIAN**
OF THE CHAOS EMERALDS!
HEY BUDDY, **LOSING**
THESE THINGS IS
GETTING TO BE A
HABIT!



YOU DON'T
UNDERSTAND!
WITHOUT THE MASTER
EMERALD THE FLOATING
ISLAND WILL **CRASH**
BACK DOWN TO
MOBIUS IN A FEW
HOURS!



DON'T
SWEAT IT,
I'LL THINK OF
SOMETHING!
I USUALLY
DO!



THESE CHAOS
EMERALDS HAVE SURE
GOT **BIG!**

THIS IS HOW THEY'RE
MEANT TO LOOK. WHEN YOU
HAD THEM, THEY HAD BECOME
DRAINED OF MOST OF
THEIR POWER!



OKAY, KNUCKLES!!!
IT LOOKS LIKE ROBOTNIK
HAS THE MASTER EMERALD
NOW. BUT WHAT DOES
HE **NEED** IT FOR?

MEANWHILE IN THE DEATH EGG
CONTROL ROOM, DOCTOR ROBOTNIK
IS MORE EXCITED THAN EVER.

NOTHING CAN
GO WRONG THIS TIME!
ONCE THE MASTER EMERALD
IS INSTALLED, MY DEATH EGG
WILL BE **UNSTOPPABLE!**
UNSTOPPABLE!

I'LL MAKE THOSE
EMERALD HILL FOLK
SUFFER LIKE NEVER
BEFORE! I'LL GRIND
SONIC INTO ...

BUT MASTER,
THE EMERALD
HAS NOT YET
ARRIVED!

A MINOR
DETAIL, YOU
FOOL!

EVEN IF SONIC
STOPS MY BADNIK
BEFORE HE TAKES THE
EMERALD, IT WILL MAKE
NO DIFFERENCE ...

BECAUSE HE'LL
FIND HIMSELF FACING
THE ONE BADNIK HE
CAN **NEVER** HOPE
TO BEAT!

HA
HA
HA

MEANWHILE ...

HEY! I THOUGHT
I SAW A **GLOW** OVER IN
THAT CORNER ...

I SEE IT TOO,
WHAT ...

NO ... **NO!** IT
CAN'T BE ...

IT'S HIM,
METALLIX—
THE METAL
SONIC!

NEXT ISSUE: **HEAVY METAL!**

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewers:

Jenny Fromer, David Gibbon & Nick Protz

ASTERIX AND THE POWER OF THE GODS

game type: **PLATFORM/ACTION/ADVENTURE**
1-2 PLAYERS



Mega Drive



A Roman spy working for Caesar has stolen the coveted shield of Vercingetorix from Asterix's village. Caesar's keen to display the shield at the Festival of the Gods to show

off his immense power. Your mission as Asterix or Obelix (or both) is to chart a course through 20 levels of ancient antics, beat up on the bad old Romans and recover the shield.

Asterix is not your standard platform game. Thanks to the action/adventure format you have to gather items and information along the way. Doing this allows you access to more of the game. Finding such things as a Roman disguise and various magic potions will help you journey to Germany, India, Egypt and beyond.

While not brilliant, the graphics are bright and colourful and the characters look true to their comic strip origins. The method of control is very straightforward... buttons for punch, jump and a burst of speed (which allows you to concentrate on the business at hand). There



RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



are nice touches, such as the dog that follows Obelix around, the magic carpet ride and a good puzzle element, not to mention a really excellent soundtrack.

Once you have your bearings, you can roam around the game or return to early levels to stock up on lives. Doing the latter is essential on levels such as the Pirate Ship or Raja's Temple which can take many lives and much patience. There are "continues," but it takes a lot of gameplay before you get the first one.

Asterix may not be groundbreaking, but it's a good game with enough going on to keep you interested throughout. The puzzle factor makes it a satisfying challenge to complete. - NP

FAST FAX

PUBLISHER	SEGA	PRICE	£44.99
GRAPHICS			
			80
SOUND			
			84
PLAYABILITY			
			84
RAVES	GRAVES		
Keeps you interested.	Room for improvement.		
OVERALL			83%

MEGA SWIV



Mega Drive

game type: SHOOT 'EM-UP
1-2 PLAYERS

Swiv was originally a big hit on the Amiga and was later converted to the SNES. Now Time Warner have released an enhanced Mega Drive version which includes a brand new level.

The story takes place in the mid-Atlantic where a strange underground race has created a mighty military force. As you may have guessed, it's your job to save the world and sort those bullies out!

The game starts by asking you to choose between a Helicopter or a Jeep. Both have advantages and disadvantages; the Helicopter moves around the levels more easily; while the Jeep needs to be driven around each obstacle on the ground. However, with the Jeep you can fire in any direction - unlike the chopper.

Mega Swiv is a vertical scrolling shoot 'em-up with fast and furious gameplay (watch those fingers!). Played over seven large and varied levels, each one features an amazing array of weaponry and hazards together with many helpful collectibles including Special Weapons capable of inflicting serious damage to the larger end-of-level baddies!

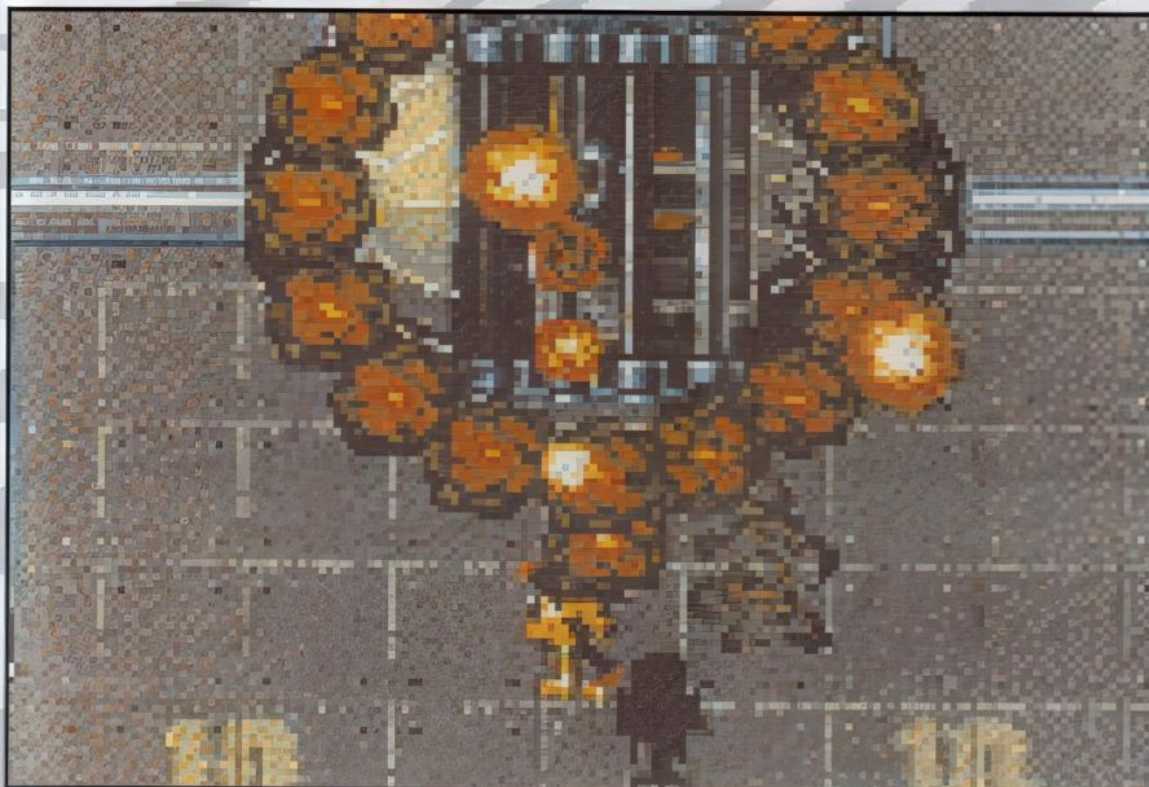
All your vehicle weapons are graded in power. Both the



Jeep and helicopter start off with a low power Plasma, Flame and Bullets, but these can be improved during play to make them powerful enough to blow away the opposition no problem. As you progress through the levels, you get to pick up the more powerful Laser and Ionic weapons. The latter is capable of destroying everything on-screen with just one hit!

Each feature-packed level includes awesome on-screen animation and everything from speeding trains waiting to be blown-away, to fighter jets roaring across the screen! During a two-player game, both players must help each other, which can be more of a hindrance. Your vehicle even automatically changes to suit the terrain e.g. in level four, the Jeep becomes a high-powered speedboat as it races across a river-bed to reach a dam.

Definitely in the running for best shoot 'em-up this year, **Mega Swiv** has stacks of baddies, brilliant gameplay, loads of animation and some decent soundtracks. Gee Swiv, it's Mega! - DG



FAST FAX

PUBLISHER TIME WARNER	PRICE £44.99
GRAPHICS	
..... 90	
SOUND	
..... 87	
PLAYABILITY	
..... 93	
RAVES Brilliant fast and furious gameplay!	GRAVES Slightly difficult in places.
OVERALL	
92%	

SONIC DRIFT



game type: **RACING**
1 PLAYER



Sonic Drift is a fast-moving racing game with the usual options of tournament play or time trials on an empty track. It also has a

versus mode which allows you take on your friends through a Game Gear link-up.

In common with most Game Gear carts the graphics are bright and colourful and the images fairly well defined. Although there is a tendency for the smaller items on the screen, such as rings and various power-ups, to blend in with the background making it a bit confusing. All of Sonic's usual friends and foes are at hand, including Knuckles, Tails and Doctor Robotnik himself.

The game itself is pretty old hat. The behind-the-car perspective with a flat view of the track ahead

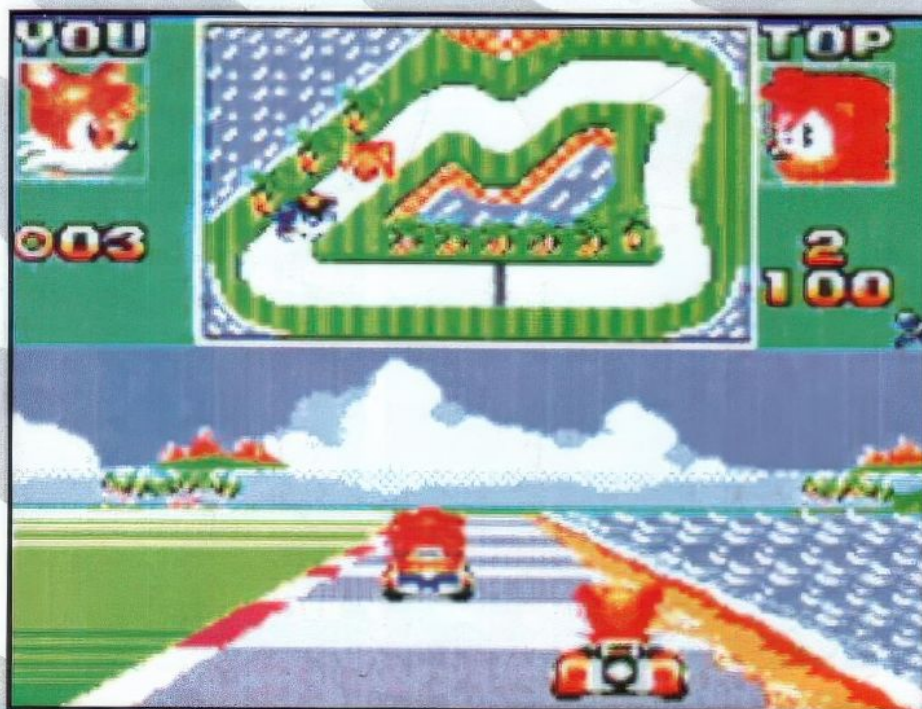


constantly leads to over-steering on corners. It also means that you can't move out of the path of challengers coming from behind. Whilst racing you have no time to look up at the available map for fear of missing the next bend and the corner markers come up too late to be of much use. Be warned, only practice will stop you from plummeting off the side of the raised tracks!

On a more positive note, the game moves along at a cracking pace and there's a good range of courses to choose from. Whether you're just practising or going in for a Grand Prix, your enemies will hit you with everything they've got to steer you off course. Just remember to collect those rings to keep your speed up.

Sonic Drift is a game that works perfectly well

on the small screen, partly due to the fact that the perspective is so flat. If you are a Sonic fan and you want to race without the hassle of changing gears, this is the racer for you. If not, this probably won't hold your attention for long. - JF



FAST FAX

PUBLISHER	SEGA	PRICE	TBA
GRAPHICS			
.....65			
SOUND			
.....70			
PLAYABILITY			
.....65			
RAVES	GRAVES		
A race with cracking pace.	View point too flat.		
OVERALL			67%

JOE MUSASHI, THE SHINOBI, HAS ESCAPED THE INFAMOUS JAPANESE MAFIA, THE YAKUZA, ONLY TO FALL INTO THE HANDS OF THE ROOFWORLDERS, THE DESTITUTE WHO LIVE ON THE ROOFTOPS OF TOKYO...

WHO...
ARE YOU?

I AM KOTOMI-SENSEI. AND THESE ARE MY FOLLOWERS, A FEW HOMELESS POOR PEOPLE. WE LIVE ON THE ROOFTOPS TO BE SAFE FROM THE JACKALS WHO PREY ON THE WEAK DOWN THERE IN THE STREETS.

Shinobi

POWER OF THE ELEMENTS PART 3

YOU ARE NOT SIMPLE VAGABONDS.
HOW DID YOUR PEOPLE MANAGE TO
GET CLOSE ENOUGH TO ATTACK ME?

I HAVE
TAUGHT THEM
HOW.

COME... JOIN US
FOR SOME FOOD.

YOU'LL BE QUITE
SAFE WITH US...
FOR A TIME.



QUITE A SET-UP YOU HAVE HERE, KOTOMI-SENSEI.

WE KNOW HOW TO TAKE CARE OF OUR OWN.

FIRST WE WILL EAT, AND I WILL TELL YOU A LITTLE ABOUT US.

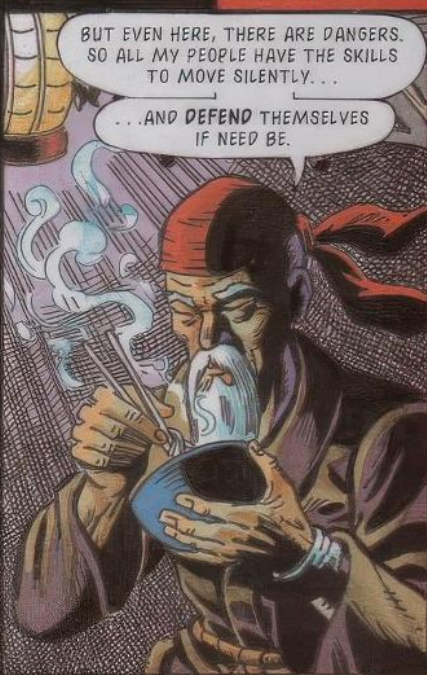


EAT WELL, HONOURED GUEST.

THANK YOU.



I HAVE LIVED ON THE ROOFTOPS ALL MY LIFE. I FOUND THESE HAPLESS SOULS LIVING ON THE STREETS IN FEAR. I BROUGHT THEM UP HERE.



BUT EVEN HERE, THERE ARE DANGERS. SO ALL MY PEOPLE HAVE THE SKILLS TO MOVE SILENTLY. . .

. . . AND DEFEND THEMSELVES IF NEED BE.



BUT YOU — YOU ARE SHINOBI. WHY DO YOU COME HERE?

I'D HEARD THE FOUR ELEMENTS HAD LEFT THE NEO ZEED TO JOIN THE YAKUZA. I KNEW THEY'D BE EASIER TO DEFEAT WITHOUT THEIR NEO ZEED ALLIES.



THE YAKUZA — THAT'S BAD. THEY WILL CERTAINLY COME HERE, NOW.



MY APOLOGIES FOR ENDANGERING YOUR PEOPLE. I WILL LEAVE NOW.

PLEASE STAY. IF THE YAKUZA FIND US AND NOT YOU, THEY WILL TRY TO SLAUGHTER MY PEOPLE ANYWAY. MANY WILL BE HURT.



YOUR SKILLS WILL HELP US DEFEAT THEM.

BUNZO!
KINPACHI!



HAI, SENSEI!

POST SENTINELS AT THE OUTER BOUNDARIES. YAKUZA NINJA ARE TRYING TO HARM OUR GUEST.



DID YOUR OWN SENSEI TELL YOU ABOUT CARRYING THE FIGHT TO THE ENEMY?

YES, SENSEI-SAN. IT IS A WISE STRATEGY.



THEN I LEAVE YOU TO REMOVE YOUR DISGUISE AND PREPARE YOURSELF FOR THE UPCOMING BATTLE.





FASTER. HE CAN
ONLY BE A FEW
MINUTES AHEAD
OF US.



HOOOOOT!



WHAT WAS THAT?

JUST AN OWL...
PERHAPS!



HOOOOOT!

THERE IT
IS AGAIN!



HERE THEY
COME. KINPACHI -
ALERT OUR
GUEST.



UNGHH!
UNGHH!

ALREADY?
THESE YAKUZA
MOVE FAST.

LEAD ON,
KINPACHI-SAN.



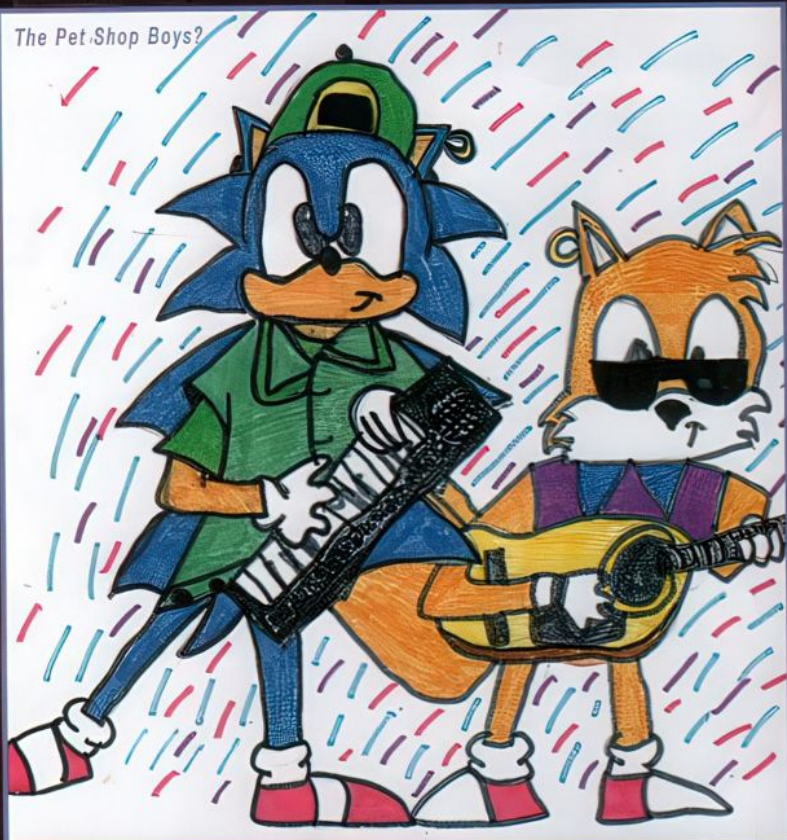
**WE ARE
ATTACKED!**

NEXT ISSUE: WAR ON ROOFWORLD!

Graphic Zone

Sonic and Tails and Rock 'n' Roll is all a Boomer needs! Quite! At least that goes for these happening humes. Each Boomer will receive an original STC badge. Rock on!

The Pet Shop Boys?



↑ Chloe Hilton, Beccbury, Shropshire. MD owner. Sonic Badge Winner.

Run Sonic MC!



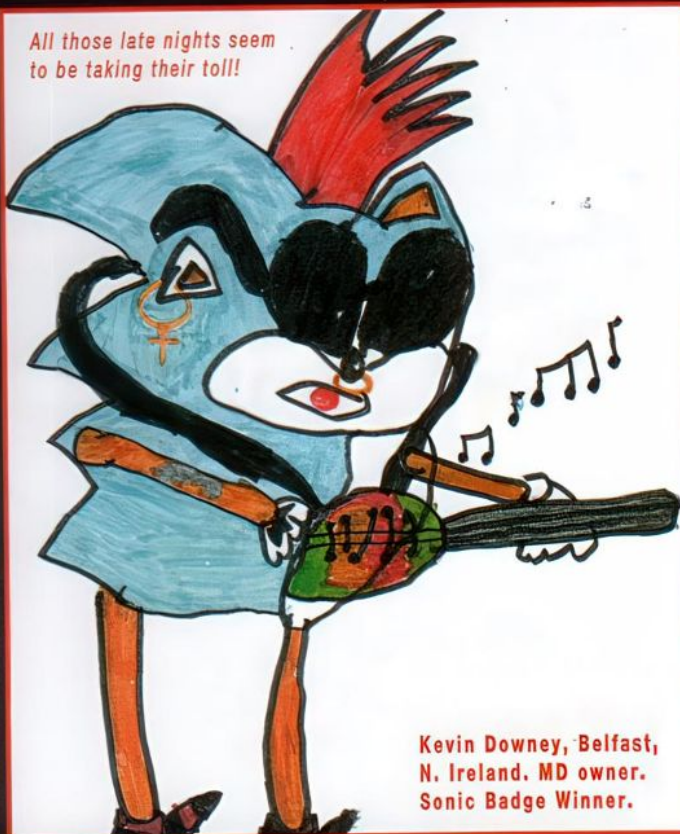
↑ Adam Goodall, Dormansland. Surrey. MD/MCD owner. Sonic Badge Winner.

Sonic Unplugged!



← Andrew Elkington, Stolce, Coventry. Sonic Badge Winner.

All those late nights seem to be taking their toll!



Kevin Downey, Belfast, N. Ireland. MD owner. Sonic Badge Winner.

↓ Daniel Fishwick, Barrow-in-Furness, Cumbria. GG owner.
Sonic Badge Winner.

Tails - The King of Rock and Roll?



Pretty in Pink!



Mal Mason, St. Albans, Herts.
Sonic Badge Winner.

He ain't nothin' but a Hedgehog!



↑ Nedjad Dipa, Wigginton, York. MS owner.
Sonic Badge Winner.

To help get your handywork selected in future
Graphic Zones, please take note of the following
tips:-

- * Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- * Be original and don't copy pictures from the comic - come up with your own ideas.
- * Include your name and address, preferably written in capital letters on the back of the page.

Tails **ZONERUNNER**

& THE BIG FREEZE PART 2



Script:
MARK EYLES

Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

Lettering:
STEVE POTTER

TAILS, A.K.A. THE ZONERUNNER,* HAS JUST ARRIVED AT FLOCK HEADQUARTERS, IN THE CHEMICAL PLANT ZONE, ONLY TO DISCOVER THAT IT'S BEEN BOMBED.

YOU
BOMBED
THE FLOCK,
SOL?

ME?
GIVE ME A
BREAK, ZONE-
RUNNER.

*ONE WHO RUNS THE ZONES
FIGHTING ROBOTNIK.

THAT CRAZY
ROBOT NUTZAN BOLT
KILLED THEM ALL. NOW HE'S
TEARING THE ZONE APART
LOOKING FOR YOU!

HE
DOESN'T
CARE ABOUT
ANYTHING ELSE.
ALL THE CHEMICAL
PLANT SYSTEMS
HAVE BROKEN
DOWN.

DIDN'T
YOU SEE
THE CHEMICAL
SNOW ON YOUR
WAY IN?*

BUT YOU
WORKED FOR
NUTZAN BOLT. YOU
ATTACKED THE
FLOCK.*

I DON'T
WORK FOR
THAT CRAZY
TIN TYRANT
ANYMORE.

WE'VE GOT
TO GET AWAY FROM
HERE. COME WITH ME,
ZONERUNNER.

*-LAST ISSUE.

*SEE 'ZONERUNNER AND THE
FLOCK', STC 35-38.

ER... MY NAME'S TAILS. WHERE ARE WE GOING?

PUT THESE SHADES ON. YOU'RE NOT VERY POPULAR ROUND HERE.

WANTED

FOR CRIMES AGAINST THE ZONE

BUT I HAVEN'T BEEN DOWN HERE BEFORE!

FURTHER UNDERGROUND TO THE LOWEST LEVELS. NOW THE SURFACE IS UNINHABITABLE THERE'S A CITY DOWN THERE IN THE RUNS.

COULDN'T WE GO AND GET SONIC FIRST? I'D FEEL MUCH SAFER WITH HIM HERE.

TURN UP YOUR COLLAR. YOU DON'T WANT TO BE RECOGNISED, BELIEVE ME.

I CAN'T SEE ANYTHING WITH THESE ON.

WHO DO YOU THINK IT IS? NUTZAN BOLT PUT THEM UP.

IS THAT ME ON THE POSTER?

WANTED

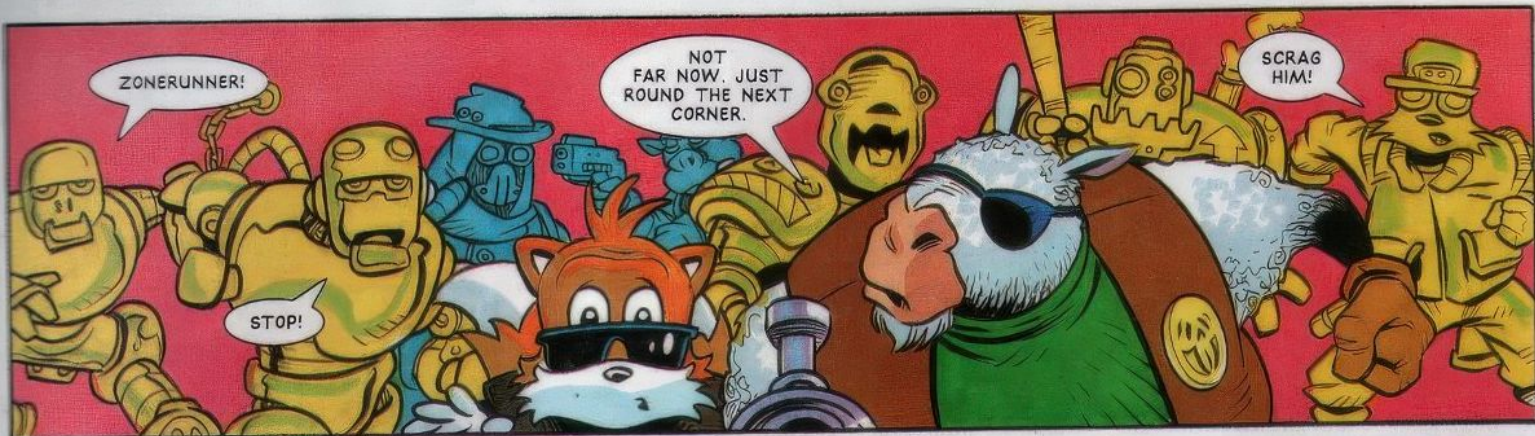
FOR CRIMES AGAINST THE ZONE

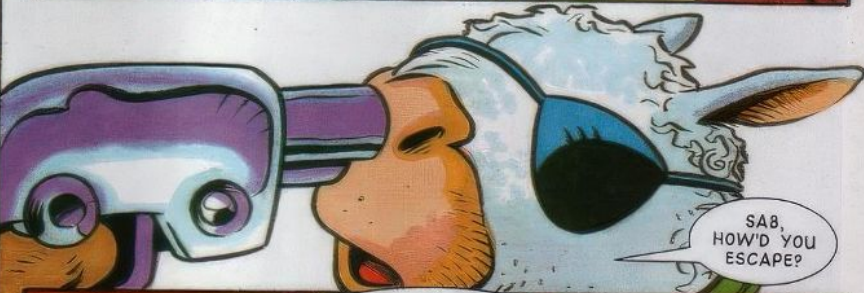
YOU'RE THE ZONERUNNER. YOU'RE THE REASON NUTZAN BOLT DESTROYED OUR HOMES.

GET HIM!

BUT IT WASN'T... I DIDN'T... I MEAN... OH GOSH...

RUN!





NEXT ISSUE: TAILS VERSUS NUTZAN BOLT

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

How many cheats does it take to complete a game? Not enough, it seems!

STC's own Game Guru, David Gibbon has delved once again into his bulging mailbag to help Boomers crack their fave games!

Tips & Cheats

ALADDIN



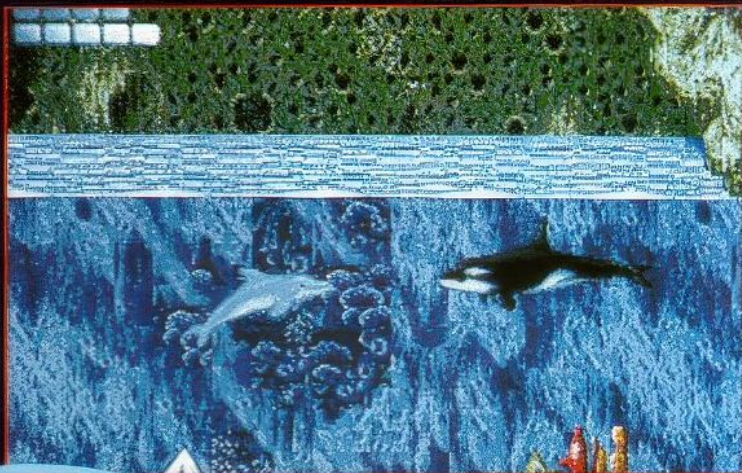
This was considered to be Walt Disney's most successful animated feature film ever, until *The Lion King* came along, which proved a roaring success! Nevertheless, just for all you handheld users, here's a superb *Aladdin* cheat that will make you almost invincible:-

Go to the password screen and enter the code AIQY. When you start the game,

the only things that can harm you are the guards and falling down holes, but apart from that, feel free to walk into anything!



ECCO THE DOLPHIN



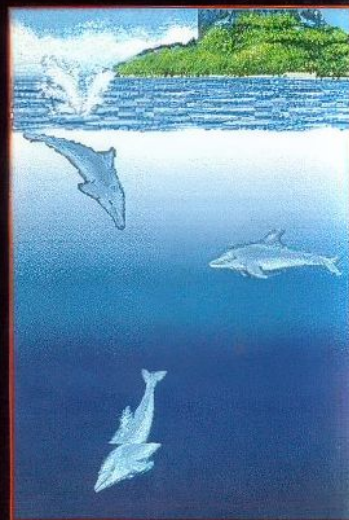
A game that was praised for its originality and excellent graphics became a big hit on the Mega Drive. This Mega-CD version is even better with whopping great levels and many top CD quality soundtracks. If this game seemed rather fishy to you, then with these brill codes it won't any more!

LEVEL

CODE

2	vkqiduaa
3	irtcphhx
4	ccxewbmo
5	mzcqwbmm
6	hgvmrqls
7	vncjrqll
8	okkfrqlf
9	iiiiixxx
10	cixioqie

For Infinite Air, enter: sharkfin.



FIFA '95



The most acclaimed football game on the Mega Drive has just got bigger and better in the form of *FIFA '95*. Top marks to Electronic Arts for their winning efforts. Listed below is an array of cheats just waiting to be netted!

Firstly, go to the Main Options screen and choose which of the following cheats you would like, then press the relevant joypad buttons:-



JOYPAD BUTTONS

B, A, B, B, B, B, B, B, B, B
 A, A, A, A, A, B, B, B, B, B
 B, B, B, B, B, C, C
 A, A, A, A, A, B, A
 C, A, B, C, C, B, A, C
 B, A, C, B, C, C
 C, C, C, B, A, A, B
 A, B, A, C, A, B
 A, A, B, B, C, C, A, A

CHEAT

SUPER POWER
 SUPER GOALIE
 SUPER DEFENCE
 SUPER OFFENCE
 CRAZY BALL
 SUPER CURVE BALL
 INVISIBLE WALLS
 SHOOT-OUT MODE
 DREAM TEAM

Once you've made your selection, start the game as usual and from the Control Menu, press A. Now, get those cheats working!

JUNGLE BOOK



STC 41 and 42's Q Zone featured the complete solution to this fab Mega Drive game, but in case there are some Boomers still having trouble getting to the end, here's a mass of cheats to help you out:-



LEVEL SELECT - Switch on and wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right, then Start. A level select screen should now appear.

Now, start the game as normal, press Start to pause it, then press any of the following combinations:-

SKIP TO SHERE KHAN - A, C, A, C, A, C, A, C, B, B, B, B.

TEN SECONDS

TO COMPLETE CURRENT LEVEL - A, B, B, A, A, B, B, A.

RESET HEALTH AND WEAPONS - Up, Up, Down, Left, Right, Left, Right, B, A.

SKIP TO KAA'S LEVEL - C, A, A, B, C, A, A.

SKIP TO BALOO'S LEVEL - B, A, Left, Up, Up.

CHANGE SCREEN COLOUR - A, B, B, A, C, A, B, B.

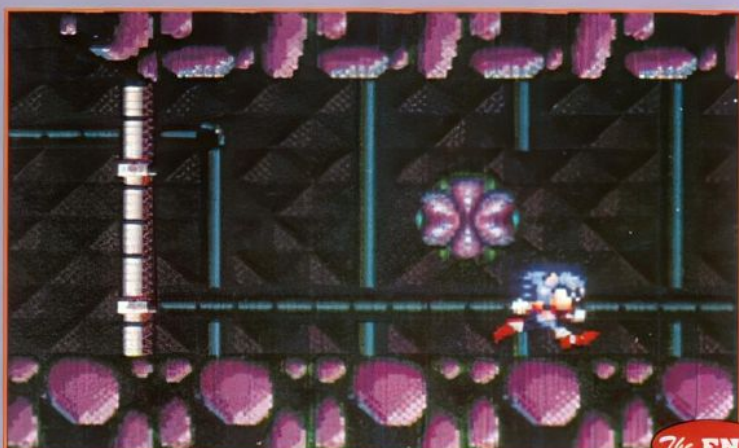
UPSIDE DOWN MODE - Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down.

SONIC SPINBALL



At last! A cheat for the most requested game in the Q Zone mail bag. Boomers can at last sleep tight as STC reveals the ultimate cheat which enables you to reach every level of **Sonic Spinball**.

Go to the Options Screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. On the title screen hold down A and press Start to reach level two, B and Start to reach level three, and C and Start to reach level four.



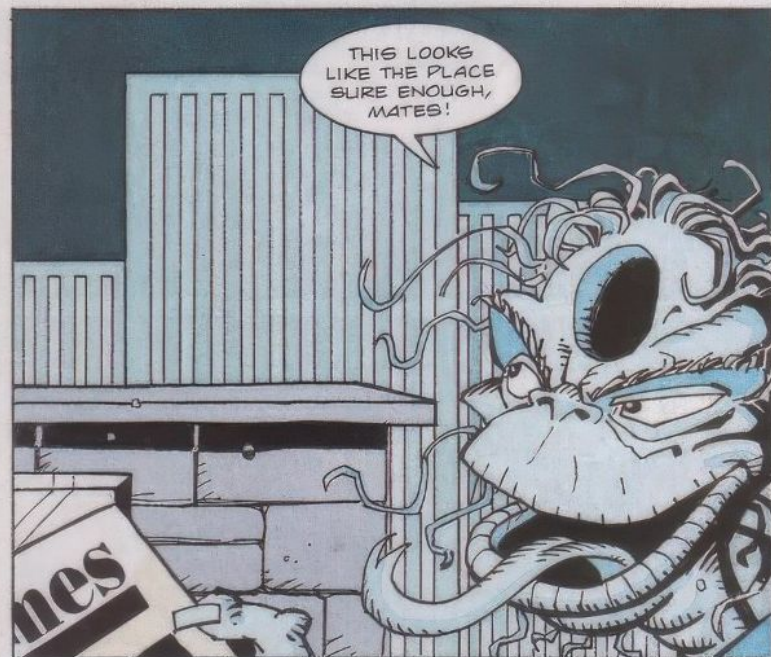
The END

Script & Art:
NIGEL KITCHING
Lettering:
ELITTA FELL

CAPTAIN Plunder

& HIS
SKY PIRATES!

PART 3



MEANWHILE, IN THE
HIGHVIEW DUNGEONS...

RIGHT,
THAT TAKES CARE
OF THE CHAINS! NOW,
LET'S BE GETTING A
MOVE ON...

WHAT BE
YOUR NAME ANYWAY,
LAD?

NOW LOOK
'ERE! 'EE SPOKE OF
A SECRET TUNNEL
THAT WOULD GET US
OUT OF THIS 'ERE
DUNGEON!

OH, YES,
ABSOLUTELY! THERE'S
A SECRET TUNNEL
ALL RIGHT!

SO NOW
WHAT ARE WE
GONNA DO, YA FLEA-
BITTEN, SCUM-SUCKING,
CENSORED *
MOGGY?

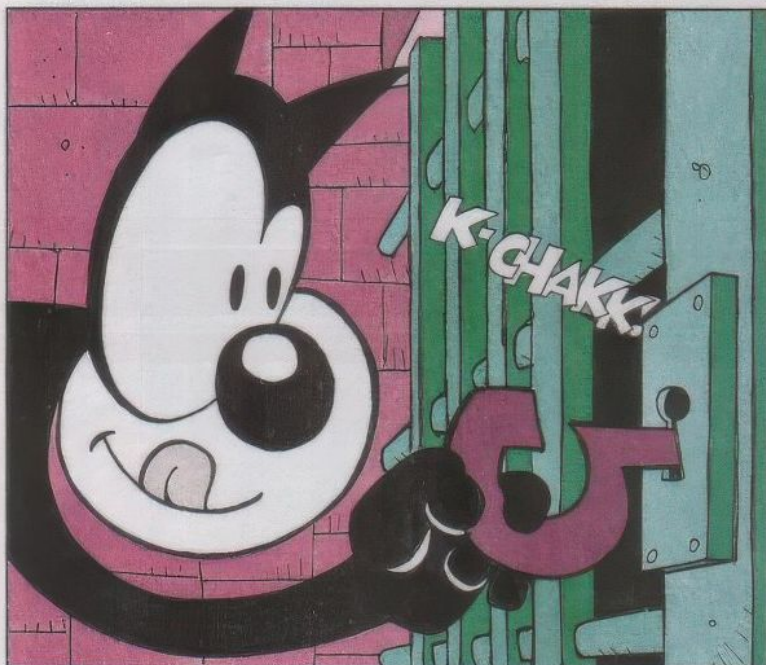
* I'M NOT HAVING LANGUAGE LIKE THAT
IN THIS COMIC - MEGADROID. -

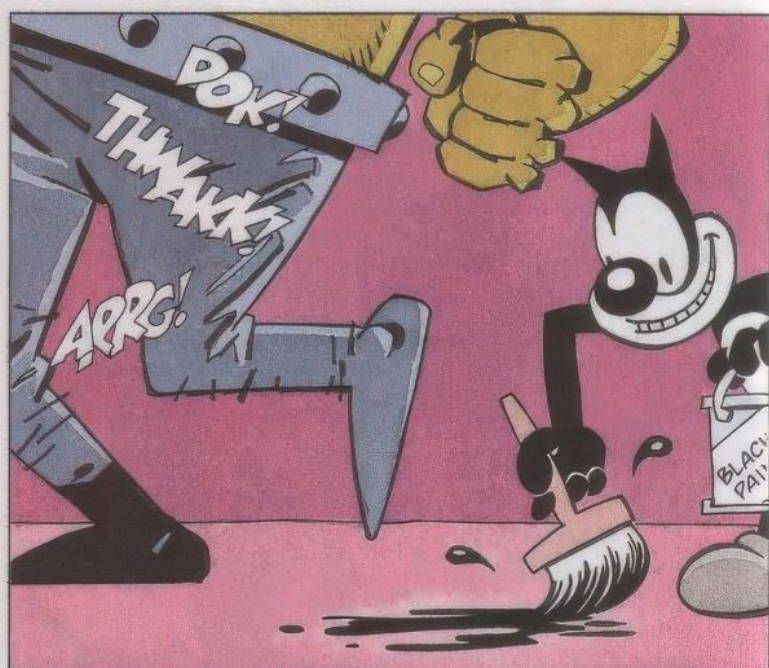
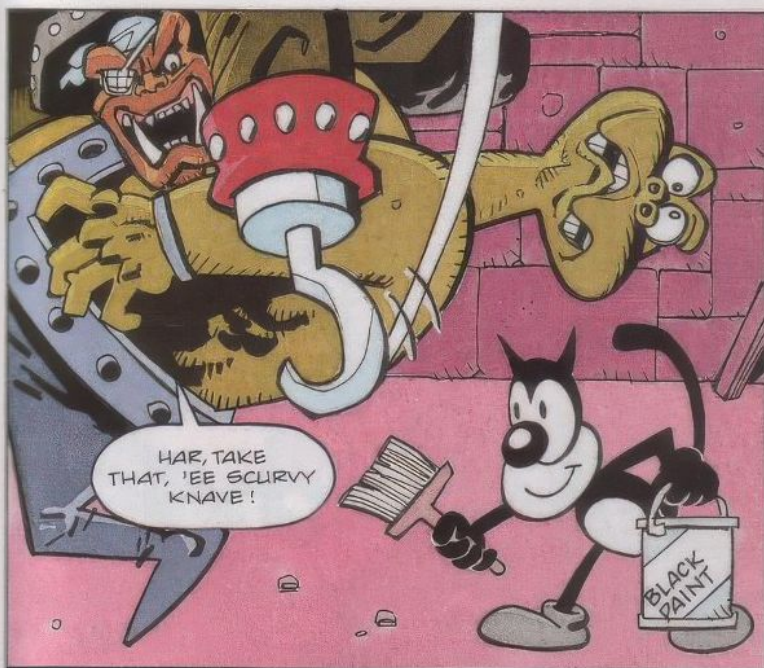
SIMPSON
THE CAT - AT YOUR
SERVICE!

IT'S IN
THAT WALL OVER
THERE!

THE ONE
WE CAN'T GET TO
BECAUSE OF ALL
THESE BARS AND
SUCH?

WELL, I'M
NOT ENTIRELY
SURE...







SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

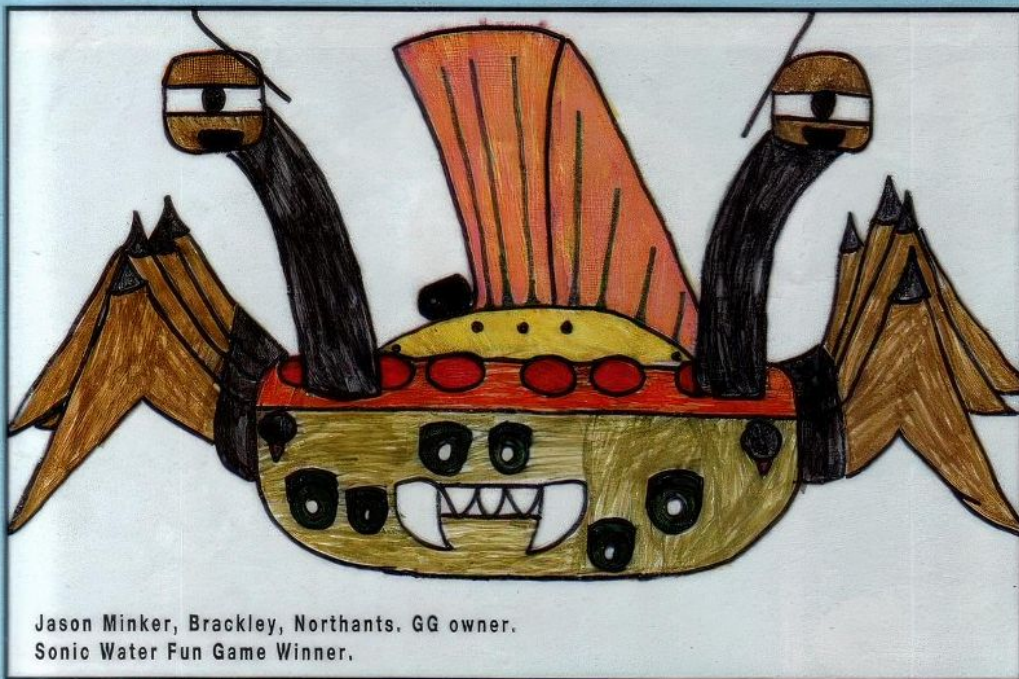
Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Never Mind the Badniks! This one's turned punk!



Jason Minker, Brackley, Northants. GG owner.
Sonic Water Fun Game Winner.

Cap'n Tails, me hearties!



Martin Conway,
Cambridge.
MD/MS owner.
Sonic Water Fun
Game Winner.

Raging Gaels!

Dear STC,

It wouldn't surprise me if Doctor Robotnik had a touch of Celtic blood in his veins. After all, he's a short-tempered red-head who shouts, and has been caught wearing a kilt on this very page!

Hamish Bryant, Kilwinning,
Scotland. MCD/MD owner.
Sonic Water Fun Game Winner.

Sharpshooter!

Dear STC,

Despite numerous attempts to get my Mega Drive up and running, I've come to the conclusion that you have to be a qualified engineer. The novelty of putting the instruction manuel back in the box after another unsuccessful assault is wearing thin!

J. P. Sharpe, Belfast, N. Ireland.
MD watcher.

Sonic Water Fun Game Winner.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Surely you're getting mixed up with LuLu, Hammy?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

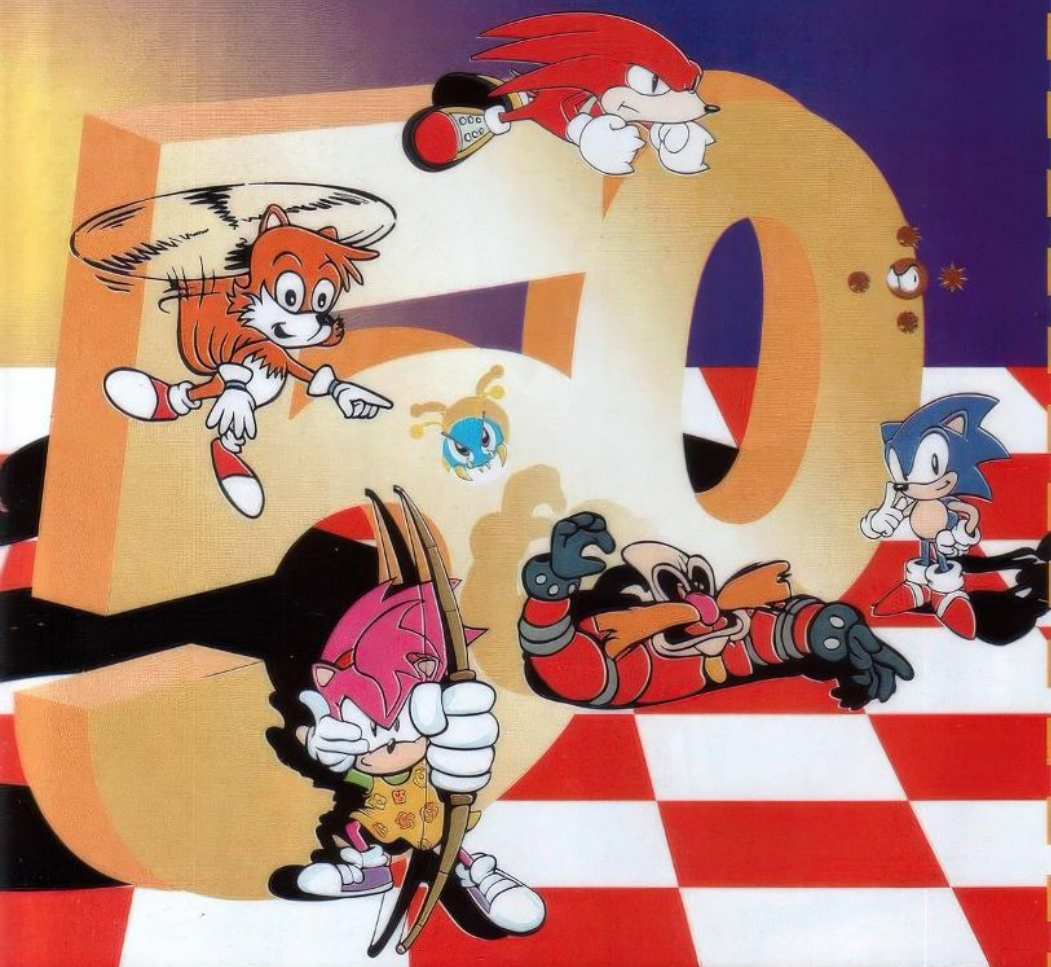
The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872257.



Perhaps, you should put your glasses on next time, J.P.

WHAT'S 50 AND COVERED IN TATTOOS? STC'S NEXT ISSUE ...

FREE GIFTS!
THEY'RE A G.A.S.!
(GOLD AND SILVER!)



PLUS

SONIC!
METALIX MAYHEM!

SHINOBI!
COMBATS THE ELEMENTS!

TAILS!
THERMAL WARMING!?

AND

**CAPTAIN
PLUNDER!**
SLINGS HIS HOOK!

**SONIC &
KNUCKLES!**
Q & A SPECIAL!

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£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 49

OF **STC?**

%

